



TRUCE

Opponent can move, but not attack. Scots cannot enter England. Truce does *not* cancel another event card, nor prevent noble defection battles (the year still ends *after* both event cards are resolved).

VICTUALS

Distribute three (3) steps among friendly blocks in *one* group.

PILLAGE

Pillage *one* enemy group adjacent to a friendly group. The enemy blocks take two (2) hits (applied as per combat losses). Pillaged step(s) may be added to friendly blocks in the pillaging group.

SEA MOVE

Move one (1) or two (2) blocks from *one* coastal area to *one* other *friendly* (not vacant) coastal area (including England). The Norse *cannot* use this card.

HERALD

Name an enemy noble (*not* Moray). Roll a die to convert him to your side at current strength.

1-4	Success
5-6	Failure

If a battle results, resolve it *now* with the defecting noble as the attacker.